

ADMINISTRATION OF KEYBOARD INPUT IN A COMPUTER HAVING A
DISPLAY DEVICE SUPPORTING A GRAPHICAL USER INTERFACE

5

ABSTRACT

Administration of keyboard input in a computer having a display device supporting a graphical user interface (“GUI”), including storing keyboard input intended by a user
10 for a second widget when keyboard focus is on a first widget, wherein the first widget receives no keyboard input; changing keyboard focus to the second widget; and providing the stored keyboard input to the second widget.